AGB-BMUE-USA MONSTERS UNLEASHED INSTRUCTION BOOKLET TEMP

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

# IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

## **WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- · Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
  correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

I he official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games Official and related Nintendo products.

Nintendo does not license the sale or use of products

without the Official Nintendo Seal.





#### THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights. This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

Rev-D (L)

NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO. © 2001 NINTENDO. ALL RIGHTS RESERVED.

Seal

GON	E	NIFS.
	2	
	2	
	3	
	6	
	10	
	11	##
Museum .	1/1/11	
	11	T. P.
	12	6
VDO	12	COLUMN TO SERVICE STATE OF THE PARTY OF THE

Playing a Game6
Pick-Ups
Levels
Coolsville Criminology Museum 11
Wickles Manor
The Faux Ghost
Old Tyme Myning Towne 12
Monster Hive
Mini-Games
Circuit Mania
It's All Downhill
Sneaky Shaggy 15
Pedal to the Metal
Credits
Limited Warranty

Monsters Unleashed! . .

Setup .......

Main Menu ......



# MONSTERS UNLEASHED!

Jinkies! Someone's brought to life the costumes of Mystery, Inc.'s greatest foes who are now threatening all of Coolsville! Can the gang unravel this monstrous mystery before their honor and hometown is mangled?

### SETUP

 Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.

2. Insert the Game Pak of Scooby-Doo 2: Monsters
Unleashed into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.

3. Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).



# CONTROLS

The following is a list of the controls used in Scooby-Doo 2: Monsters Unleashed.

### **Button**

START

A Button

B Button

R Button

A + B Button

Control Pad

Control Pad Up

Control Pad Down

### Action

Pause Screen

Jump/Action

Attack

Throw Item

Alternate Attack (while in air with jump, press B Button.)

Walk Left or Right; Tap twice to Run

Climb Ladder or Enter Door; Hold to Look Up

Duck; Crawl if Moving; Hold to Look Down



# MAIN MENU



On the Main Menu, you have the following selections to choose from: Start Game, Password, Options. Once you complete a game, "Special Battles" appears. If you collect all Scooby Snacks in the game, "Mini Games" appears on the main menu. Use the Control Pad to scroll through the selections, the A Button to make the selection and the B Button to back out.

### Start Game

This lets you begin a new game.

### **Password**

Upon completion of each world you will be given a Password. The Password screen lets you enter a password to resume your game. Use the Control Pad to navigate around the menu and select the characters with the A Button. Select the left arrow or right arrow to edit the password you've entered. Press the B Button to exit the Password screen.



### **Options**

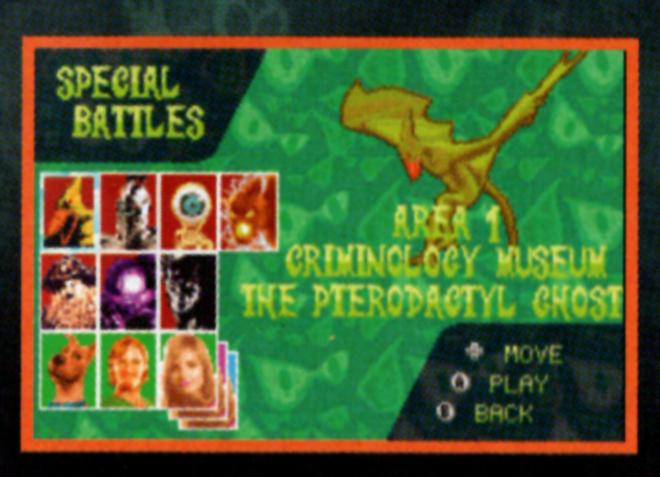
This screen allows you to change or select the following options:

Music Test - Plays different songs from the game.

SFX Test - Plays different sound effects from the game.









Text - Toggles the text for the demos on and off.

Credits - Displays the names of the people who made the game.

#### Mini Games

Use this menu to play any mini-game that you've already unlocked. You may also use this screen to select the difficulty level of the mini game you want to play.

### Special Battles

This menu allows you to rebattle monsters in completed games. This option is unlocked once a game is completed and all Scooby Snacks in that game have been collected.

## PLAYING A GAME

Jeepers! The gang has gone from busting ghosts to public adoration! The Coolsville Criminology Museum has opened up an exhibit dedicated to costumes of Mystery, Inc.'s enemies – villains like Redbeard's Ghost, the Tar Monster, and the Pterodactyl Ghost.

But everything goes completely whacky when someone brings the costumes to life and sets them loose. Can they round up the reckless re-animates, unmask their masked leader and unravel the mystery of the Monsters Unleashed?



### Area Select Screen

This is where you select the area of Coolsville you want to explore. Different sections of the city open up as you complete previous levels. Use the Control Pad to move between the various levels and the A Button to select it.

### Stage Select Screen

On this screen, you can select the stage inside of a level. Use the Control Pad to move between the various stages and the A Button to select one. A Yellow Star on a stage means you collected all of the Scooby Snacks in that stage, which constitues an extra try.



### Story Screen

Here's where the story of Monsters Unleashed plays out. The picture of the person talking will appear next to their dialog. A picture of what's happening is displayed in the middle of the screen.



### Mission Screen

The Mission Screen is where a member of Mystery, Inc. fills you in on your mission objectives for that stage.

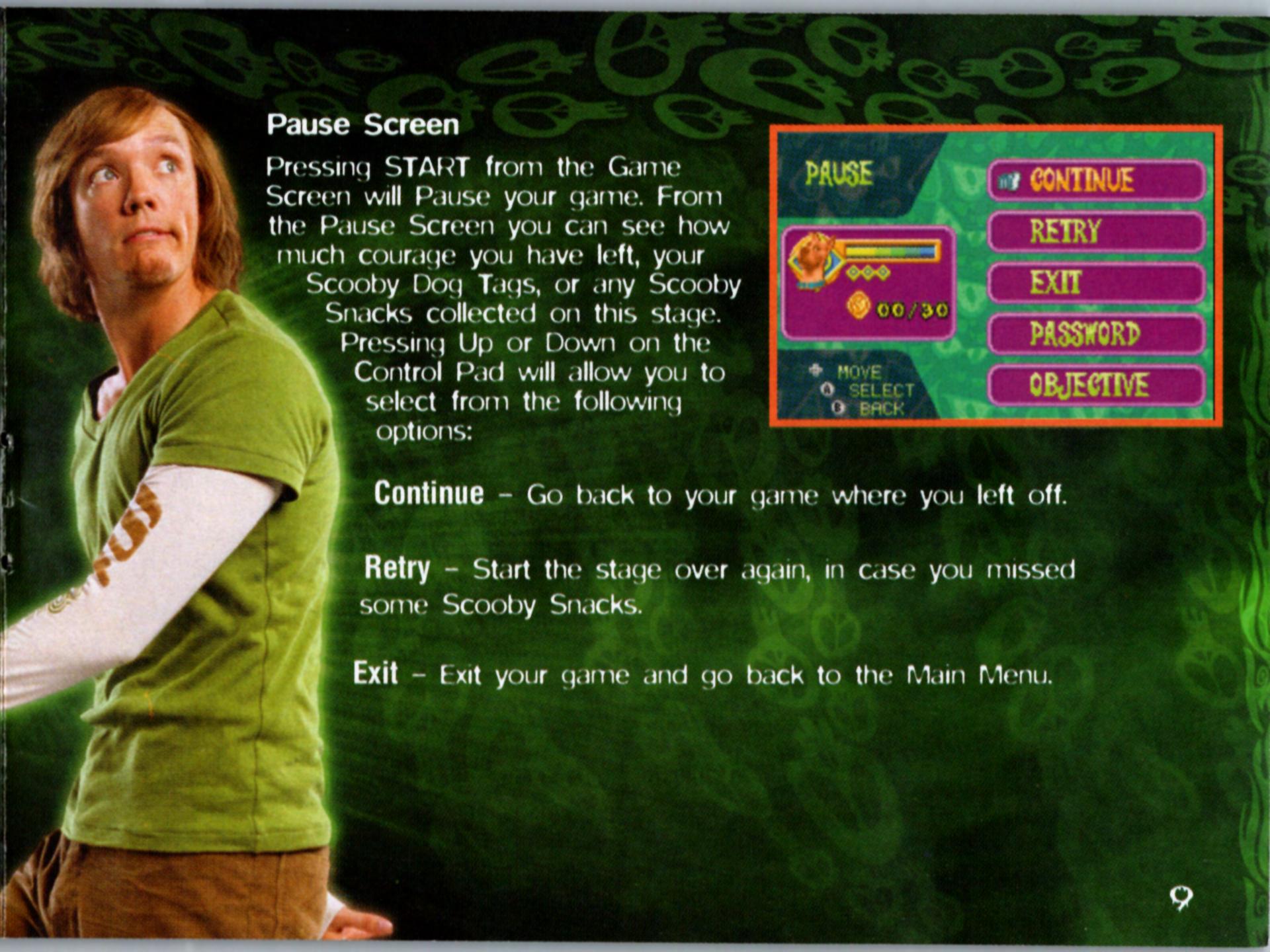




### Game Screen

It's off to find some clues! In the upper-left corner is a picture of the character you're playing. The color bar to the right of the picture is their courage meter. The **Scooby** dog tags underneath indicate how many tries you have left to complete the game. The box in the top-middle shows if you have an object you can throw to defend yourself. And finally, the Scooby Snack counter is in the upper right-hand corner.

Mmmmm... Scooby Snacks...



# PICK-UPS

Here are a few helpful items you may run into along the way:



Chicken: These tasty treats replenish half of your courage.



Hamburgers: These delicious morsels replenish all of your courage.



Scooby Snack (Single): These are found scattered throughout the game; when you collect all of the Scooby Snacks in a level you get an extra Scooby Medal.



Scooby Snacks (Box): When you've completed a level, a box of Scooby Snacks will fall near you. Chow down on this and it's off to another part of Coolsville.



Dog Tags: These are hard to find; picking them up will give you extra tries.

## LEVELS

The mystery of the Monsters Unleashed will take the gang all over Coolsville, from the heart of the city to the oldest, scariest parts of town. Are you ready for it? Then let's go!

### Coolsville Criminology Museum

Jeepers! Ghosts have, like, totally messed up your premiere! Can you take Scooby and the gang through the museum and clean up the mess?





### Wickles Manor

Like no problem, Mystery, Inc. is on the case! Of course, the case requires a quick trip to complete Creepsville – the Wickles Family Manor! Can you survive the traps, ghosts, and the wrath of the Black Knight Ghost?



### The Faux Ghost

With a little detective work, Shaggy and Scooby end up at the Faux Ghost – a nightclub for former baddies who were foiled by Mystery, Inc.! Can you help our terrified twosome find a few clues without blowing their cover?

### Old Tyme Myning Towne

Back to the abandoned ghost town to save the day – only, there's a whole lot of monsters waiting there to welcome you. Zoinks!





# MINI-GAMES

Once you've played a mini-game in the story, you can go ahead and play it at any time directly from the Main Menu. Select the mini-game you want, then select the difficulty level.

### Circuit Mania

Jinkies! You're definitely stuck in a sticky stickler! Try to make this crazy circuit work by using puzzle pieces to connect one side of the board to the other. The quicker you make the circuit, the better your score.



### It's All Downhill

Zoinks! It's skeleton-city, man! Help **Shaggy** get away from the creepy crawlies by steering him down a slippery slope. The faster you get out of there, the higher your score.





### Sneaky Shaggy

Shhh... you've, like, got to follow Old Man Wickles, man. But if he figures out that he's being followed he'll bolt! Use any objects you see to stay out of sight, but don't lose him!

### Pedal to the Metal

There are a couple of ways you can wrangle this wacky race. First off is the Pterodactyl Attack. In this mode, you get to race the Mystery Machine around town while avoiding that kooky prehistoric ghost! Then, there's the Score Attack. In this yummy little mode, put your driving skills to the test when you zip through a whole lot of cars and other obstacles to pick up a bunch of spilled Scooby Snacks off the road.



Special Note: See the Scooby-Doo 2: Monsters Unleashed movie to get the secret code to unlock the special movie ending! To use the secret code, you'll need to defeat the Evil Masked Figure at the end of the game. After he's defeated, a special password screen will appear and you can enter the code. If you enter the wrong code, or if you'd just like to see the ending a second time, then you'll need to defeat the Evil Masked Figure again.



# GREDITS

Developed by Altron	Vice President - ProductionPhilip Holt
Executive Producer	Director - Project Management Richard Browne
Producer & Project ManagerYoshito Shimada	Project Coordinator
Programmers	Marketing
Masahiro Horiguchi Shinya Odaira	Senior Vice President –
	Worldwide MarketingPeter Dille
Graphic Designers LeaderNaohiko Zaitsu	
0 II D 1	Director, Global Brand ManagementJohn Ardell
Graphic Designers	Product Marketing ManagerKevin Hooper
Yotaro Doi	Troubet Marketing Manager
Daisuke Nakano	Creative Services
Hiroki Takahashi	
Kenta Kuraishi	Director, Creative ServicesHoward Liebeskind
Sound Artist	Associate Creative Services ManagerMelissa Roth
Published by THQ	Manual TextBill Maxwell
Product Development	Packaging Layout and DesignBeeline Group
Executive Vice President –	Media Relations
Worldwide StudiosJack Sorensen	Director of Media RelationsLiz Pieri

# GREDITS

Senior Media Relations ManagerJennifer Campana	Director of ProductionBrett Skogen
Quality Assurance	Marketing ManagerSusannah Scott
Lead Testers	Marketing Coordinator
	SVP, Interactive Entertainment
TestersScott Allman	
Shaun Yen	VP, Interactive Entertainment
Mayra Serpa	
Sean Phillips	Director, Interactive Entertainment Scott Johnson
Jason Johnson	
	WBIE Special Thanks Jason Ades, Wendy Bozzi,
First Party SupervisorEvan Icenbice	Eric Bram, Erika Callahan,
	Marielle Henault, Jesse Mesa,
First Party TestersAdam Affrunti	Louise McTighe, Catherine Trillo,
Scott Ritchie Joel Dagang	Gary Sheinwald, Geraldine Wong
	Very Special ThanksRaja Gosnell, Charles Roven,
QA Technician	Richard Suckle, Kelley Smith-Wait, Joseph Barbera, Brent O'Connor,
QA Database AdministratorJason Roberts	Alan Glazer, Matt Diezel,
	Kent Beyda, Wilt Henderson,
Director of Quality AssuranceMonica Vallejo	Mark Franco, Peter Crosman,
	Laura Schultz, Rebecca Hill,
Warner Bros. Interactive Entertainment	Joan Bierman, Evan Speigel,
	Heather Dennis, Hillary Fine,
ProducerHeidi Behrendt	Jonathan Goldman, Paul Ton, Vanessa Thiem, Soundelux





# LIMITED WARRANTY

#### **Warranty and Service Information**

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at http://www.thq.com before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit **Product Code is 32152**. Please use this code to identify your Product when contacting us.

#### **Limited Warranty**

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

#### To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at http://www.thq.com. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc. Customer Service Department 27001 Agoura Road, Suite 270 Calabasas Hills, CA 91301 THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

#### Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

#### **Warranty Limitations**

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

#### Warning

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

